

Leader 1: Duke Morrison		Rating: Hero/Star	
Shoot: 15	Scuffle: 18	Save: 17	
Weapon: Pistol	Range: 6"/12"	SRM: -10	Reload: No
Weapon:	Range:	SRM:	Reload:
Leader 2:		Rating:	
Shoot:	Scuffle:	Save:	
Weapon:	Range:	SRM:	Reload:
Weapon:	Range:	SRM:	Reload:
Unit: Duke Morrison (3)		Morale: Reg	
Shoot: 8	Scuffle: 8	Speed: 6"	
Weapon: Rifle	Range: 18"/36"	SRM: -8	Reload: No

Movement	Base	Charge	½ Movement through woods, water, rough, etc. -2" over fence, elevation, door, etc.
Infantry	6"	+1d6	
Cavalry	12"	+1d6	

Morale and Tests of Manhood

To check morale, a unit rolls 1d20, divides by (2 for units or 5 for crews), rounding down, and then modifies the roll as indicated below. If the modified die roll is *less than* the number of figures remaining in the unit, the unit passes morale.

Check morale when:	Modifiers to the die roll:
•The unit loses a figure	-2 Army leader w/I 3"
•The unit wants to charge	-1 unit leader is present
•The unit receives a charge	-1 behind light cover
•The army commander dies	-2 behind heavy cover
•A vehicle takes any kind of hit	-1 unit is charging
	-1 Crack morale
	+1 Green morale

Morale Failure Results (1d20 for each soldier in unit)

Hero	Adv.	Ldr.	Vet.	Extra	Result
1-8	1-6	1-4	1, 2		No effect
9, 10	7, 8	5, 6	3, 4	1, 2	Fire at random enemy
11, 12	9, 10	7, 8	5, 6	3, 4	Charge toward nearest enemy
13, 14	11, 12	9, 10	7, 8	5, 6	Run 12" in random direction
15, 16	13, 14	11, 12	9, 10	7, 8	Freeze (no action this card)
17, 18	15, 16	13, 14	11, 12	9, 10	Back 6" away from enemy
19, 20	17, 18	15-18	13-16	11-16	Run 12" away from enemy

Duke Morrison
(3)

Leader 1: "Boats" Morgan		Rating: Adv.	
Shoot: 14	Scuffle: 13	Save: 14	
Weapon: Pistol	Range: 6"/12"	SRM: -10	Reload: No
Weapon:	Range:	SRM:	Reload:
Leader 2:		Rating:	
Shoot:	Scuffle:	Save:	
Weapon:	Range:	SRM:	Reload:
Weapon:	Range:	SRM:	Reload:
Unit: "Boats" Morgan (3)		Morale: Reg	
Shoot: 7	Scuffle: 9	Speed: 6"	
Weapon: Rifle	Range: 18"/36"	SRM: -8	Reload: No

Movement	Base	Charge	½ Movement through woods, water, rough, etc. -2" over fence, elevation, door, etc.
Infantry	6"	+1d6	
Cavalry	12"	+1d6	

Morale and Tests of Manhood

To check morale, a unit rolls 1d20, divides by (2 for units or 5 for crews), rounding down, and then modifies the roll as indicated below. If the modified die roll is *less than* the number of figures remaining in the unit, the unit passes morale.

Check morale when:	Modifiers to the die roll:
•The unit loses a figure	-2 Army leader w/I 3"
•The unit wants to charge	-1 unit leader is present
•The unit receives a charge	-1 behind light cover
•The army commander dies	-2 behind heavy cover
•A vehicle takes any kind of hit	-1 unit is charging
	-1 Crack morale
	+1 Green morale

Morale Failure Results (1d20 for each soldier in unit)

Hero	Adv.	Ldr.	Vet.	Extra	Result
1-8	1-6	1-4	1, 2		No effect
9, 10	7, 8	5, 6	3, 4	1, 2	Fire at random enemy
11, 12	9, 10	7, 8	5, 6	3, 4	Charge toward nearest enemy
13, 14	11, 12	9, 10	7, 8	5, 6	Run 12" in random direction
15, 16	13, 14	11, 12	9, 10	7, 8	Freeze (no action this card)
17, 18	15, 16	13, 14	11, 12	9, 10	Back 6" away from enemy
19, 20	17, 18	15-18	13-16	11-16	Run 12" away from enemy
	19, 20	19, 20	17-20	17-20	Run off the table!

"Boats"
Morgan (3)

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Glorious Adventures in Science
Loosely Involving Generally Historical Times

Leader 1: Sgt. "Wrench" Webb		Rating: Adv	
Shoot: 14	Scuffle: 13	Save: 14	
Weapon: SMG(2)	Range: 6"/12"	SRM -10	Reload No
Weapon:	Range:	SRM	Reload
Leader 2:		Rating:	
Shoot:	Scuffle:	Save:	
Weapon:	Range:	SRM	Reload
Weapon:	Range:	SRM	Reload
Unit: "Wrench" Webb (3)		Morale: Reg	
Shoot: 8	Scuffle: 8	Speed: 6"	
Weapon: Rifle	Range: 18"/36"	SRM -8	Reload No

Movement	Base	Charge	½ Movement through woods, water, rough, etc. -2" over fence, elevation, door, etc.
Infantry	6"	+1d6	
Cavalry	12"	+1d6	

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Leader 1: Professor Nannini		Rating: Ldr/Star	
Shoot: 11	Scuffle: 9	Save: 12	
Weapon: None	Range:	SRM	Reload
Weapon:	Range:	SRM	Reload
Leader 2: Gianna Nannini		Rating: Adv/Star	
Shoot: 16	Scuffle: 12	Save: 15	
Weapon: Pistol	Range: 6"/12"	SRM -10	Reload No
Weapon:	Range:	SRM	Reload
Unit: Nannini		Morale:	
Shoot:	Scuffle:	Speed:	
Weapon:	Range:	SRM	Reload

Movement	Base	Charge	½ Movement through woods, water, rough, etc. -2" over fence, elevation, door, etc.
Infantry	6"	+1d6	
Cavalry	12"	+1d6	

Morale and Tests of Manhood

To check morale, a unit rolls 1d20, divides by (2 for units or 5 for crews), rounding down, and then modifies the roll as indicated below. If the modified die roll is *less than* the number of figures remaining in the unit, the unit passes morale.

Check morale when:	Modifiers to the die roll:
•The unit loses a figure	-2 Army leader w/I 3"
•The unit wants to charge	-1 unit leader is present
•The unit receives a charge	-1 behind light cover
•The army commander dies	-2 behind heavy cover
•A vehicle takes any kind of hit	-1 unit is charging
	-1 Crack morale
	+1 Green morale

Morale Failure Results (1d20 for each soldier in unit)

Hero	Adv.	Ldr.	Vet.	Extra	Result
1-8	1-6	1-4	1, 2		No effect
9, 10	7, 8	5, 6	3, 4	1, 2	Fire at random enemy
11, 12	9, 10	7, 8	5, 6	3, 4	Charge toward nearest enemy
13, 14	11, 12	9, 10	7, 8	5, 6	Run 12" in random direction
15, 16	13, 14	11, 12	9, 10	7, 8	Freeze (no action this card)
17, 18	15, 16	13, 14	11, 12	9, 10	Back 6" away from enemy
					Run 12" away

Morale and Tests of Manhood

To check morale, a unit rolls 1d20, divides by (2 for units or 5 for crews), rounding down, and then modifies the roll as indicated below. If the modified die roll is *less than* the number of figures remaining in the unit, the unit passes morale.

Check morale when:	Modifiers to the die roll:
•The unit loses a figure	-2 Army leader w/I 3"
•The unit wants to charge	-1 unit leader is present
•The unit receives a charge	-1 behind light cover
•The army commander dies	-2 behind heavy cover
•A vehicle takes any kind of hit	-1 unit is charging
	-1 Crack morale
	+1 Green morale

Morale Failure Results (1d20 for each soldier in unit)

Hero	Adv.	Ldr.	Vet.	Extra	Result
1-8	1-6	1-4	1, 2		No effect
9, 10	7, 8	5, 6	3, 4	1, 2	Fire at random enemy
11, 12	9, 10	7, 8	5, 6	3, 4	Charge toward nearest enemy
13, 14	11, 12	9, 10	7, 8	5, 6	Run 12" in random direction
15, 16	13, 14	11, 12	9, 10	7, 8	Freeze (no action this card)
17, 18	15, 16	13, 14	11, 12	9, 10	Back 6" away from enemy
19, 20	17, 18	15-18	13-16	11-16	Run 12" away from enemy
	19, 20	19, 20	17-20	17-20	Run off the table!

"Wrench"
Webb (3)

Nannini

Leader 1: Billy		Rating: Ldr/Star	
Shoot: 9	Scuffle: 11	Save: 10	
Weapon: None	Range:	SRM	Reload
Weapon:	Range:	SRM	Reload
Leader 2:		Rating:	
Shoot:	Scuffle:	Save:	
Weapon:	Range:	SRM	Reload
Weapon:	Range:	SRM	Reload
Unit: Dead End Kids (4)		Morale: Reg	
Shoot: 7	Scuffle: 9	Speed: 6"	
Weapon:	Range:	SRM	Reload
Steal Some			

Movement	Base	Charge	½ Movement through woods, water, rough, etc. -2" over fence, elevation, door, etc.
Infantry	6"	+1d6	
Cavalry	12"	+1d6	

Leader 1: MacDuff		Rating: Ldr.	
Shoot: 8	Scuffle: 10	Save: 14	
Weapon: Pistol	Range: 6"/12"	SRM -10	Reload No
Weapon:	Range:	SRM	Reload
Leader 2:		Rating:	
Shoot:	Scuffle:	Save:	
Weapon:	Range:	SRM	Reload
Weapon:	Range:	SRM	Reload
Unit: Granville Police (3)		Morale: Reg	
Shoot: 7	Scuffle: 8	Speed: 6"	
Weapon: Pistol	Range: 6"/12"	SRM -10	Reload No

Movement	Base	Charge	½ Movement through woods, water, rough, etc. -2" over fence, elevation, door, etc.
Infantry	6"	+1d6	
Cavalry	12"	+1d6	

Morale and Tests of Manhood

To check morale, a unit rolls 1d20, divides by (2 for units or 5 for crews), rounding down, and then modifies the roll as indicated below. If the modified die roll is *less than* the number of figures remaining in the unit, the unit passes morale.

Check morale when:

- The unit loses a figure
- The unit wants to charge
- The unit receives a charge
- The army commander dies
- A vehicle takes any kind of hit

Modifiers to the die roll:

- 2 Army leader w/I 3"
- 1 unit leader is present
- 1 behind light cover
- 2 behind heavy cover
- 1 unit is charging
- 1 Crack morale
- +1 Green morale

Morale Failure Results (1d20 for each soldier in unit)

Hero	Adv.	Ldr.	Vet.	Extra	Result
1-8	1-6	1-4	1, 2		No effect
9, 10	7, 8	5, 6	3, 4	1, 2	Fire at random enemy
11, 12	9, 10	7, 8	5, 6	3, 4	Charge toward nearest enemy
13, 14	11, 12	9, 10	7, 8	5, 6	Run 12" in random direction
15, 16	13, 14	11, 12	9, 10	7, 8	Freeze (no action this card)
17, 18	15, 16	13, 14	11, 12	9, 10	Back 6" away from enemy
19, 20	17, 18	15-18	13-16	11-16	Run 12" away from enemy

Morale and Tests of Manhood

To check morale, a unit rolls 1d20, divides by (2 for units or 5 for crews), rounding down, and then modifies the roll as indicated below. If the modified die roll is *less than* the number of figures remaining in the unit, the unit passes morale.

Check morale when:

- The unit loses a figure
- The unit wants to charge
- The unit receives a charge
- The army commander dies
- A vehicle takes any kind of hit

Modifiers to the die roll:

- 2 Army leader w/I 3"
- 1 unit leader is present
- 1 behind light cover
- 2 behind heavy cover
- 1 unit is charging
- 1 Crack morale
- +1 Green morale

Morale Failure Results (1d20 for each soldier in unit)

Hero	Adv.	Ldr.	Vet.	Extra	Result
1-8	1-6	1-4	1, 2		No effect
9, 10	7, 8	5, 6	3, 4	1, 2	Fire at random enemy
11, 12	9, 10	7, 8	5, 6	3, 4	Charge toward nearest enemy
13, 14	11, 12	9, 10	7, 8	5, 6	Run 12" in random direction
15, 16	13, 14	11, 12	9, 10	7, 8	Freeze (no action this card)
17, 18	15, 16	13, 14	11, 12	9, 10	Back 6" away from enemy
19, 20	17, 18	15-18	13-16	11-16	Run 12" away from enemy
	19, 20	19, 20	17-20	17-20	Run off the table!

**Dead End Kids
(4)**

**Granville Police
(3)**

Leader 1: Dr. Zillion		Rating: Adv/Star	
Shoot: 13	Scuffle: 12	Save: 13	
Weapon: Pistol	Range: 6"/12"	SRM: -10	Reload: No
Weapon:	Range:	SRM:	Reload:
Leader 2:		Rating:	
Shoot:	Scuffle:	Save:	
Weapon:	Range:	SRM:	Reload:
Weapon:	Range:	SRM:	Reload:
Unit: Zillion (1)		Morale: Reg	
Shoot: 7	Scuffle: 7	Speed: 6"	
Weapon: Pistol	Range: 6"/12"	SRM: -10	Reload: No

Movement	Base	Charge	½ Movement through woods, water, rough, etc. -2" over fence, elevation, door, etc.
Infantry	6"	+1d6	
Cavalry	12"	+1d6	

Leader 1: Big Hans		Rating: Ldr.	
Shoot: 13	Scuffle: 11	Save: 11	
Weapon: Pistol	Range: 6"/12"	SRM: -10	Reload: No
Weapon:	Range:	SRM:	Reload:
Leader 2:		Rating:	
Shoot:	Scuffle:	Save:	
Weapon:	Range:	SRM:	Reload:
Weapon:	Range:	SRM:	Reload:
Unit: Thugs (4)		Morale: Reg	
Shoot: 6	Scuffle: 9	Speed: 6"	
Weapon: Rifle	Range: 18"/36"	SRM: -8	Reload: No

Movement	Base	Charge	½ Movement through woods, water, rough, etc. -2" over fence, elevation, door, etc.
Infantry	6"	+1d6	
Cavalry	12"	+1d6	

Morale and Tests of Manhood

To check morale, a unit rolls 1d20, divides by (2 for units or 5 for crews), rounding down, and then modifies the roll as indicated below. If the modified die roll is *less than* the number of figures remaining in the unit, the unit passes morale.

Check morale when:

- The unit loses a figure
- The unit wants to charge
- The unit receives a charge
- The army commander dies
- A vehicle takes any kind of hit

Modifiers to the die roll:

- 2 Army leader w/I 3"
- 1 unit leader is present
- 1 behind light cover
- 2 behind heavy cover
- 1 unit is charging
- 1 Crack morale
- +1 Green morale

Morale Failure Results (1d20 for each soldier in unit)

Hero	Adv.	Ldr.	Vet.	Extra	Result
1-8	1-6	1-4	1, 2		No effect
9, 10	7, 8	5, 6	3, 4	1, 2	Fire at random enemy
11, 12	9, 10	7, 8	5, 6	3, 4	Charge toward nearest enemy
13, 14	11, 12	9, 10	7, 8	5, 6	Run 12" in random direction
15, 16	13, 14	11, 12	9, 10	7, 8	Freeze (no action this card)
17, 18	15, 16	13, 14	11, 12	9, 10	Back 6" away from enemy
19, 20	17, 18	15-18	13-16	11-16	Run 12" away from enemy

Morale and Tests of Manhood

To check morale, a unit rolls 1d20, divides by (2 for units or 5 for crews), rounding down, and then modifies the roll as indicated below. If the modified die roll is *less than* the number of figures remaining in the unit, the unit passes morale.

Check morale when:

- The unit loses a figure
- The unit wants to charge
- The unit receives a charge
- The army commander dies
- A vehicle takes any kind of hit

Modifiers to the die roll:

- 2 Army leader w/I 3"
- 1 unit leader is present
- 1 behind light cover
- 2 behind heavy cover
- 1 unit is charging
- 1 Crack morale
- +1 Green morale

Morale Failure Results (1d20 for each soldier in unit)

Hero	Adv.	Ldr.	Vet.	Extra	Result
1-8	1-6	1-4	1, 2		No effect
9, 10	7, 8	5, 6	3, 4	1, 2	Fire at random enemy
11, 12	9, 10	7, 8	5, 6	3, 4	Charge toward nearest enemy
13, 14	11, 12	9, 10	7, 8	5, 6	Run 12" in random direction
15, 16	13, 14	11, 12	9, 10	7, 8	Freeze (no action this card)
17, 18	15, 16	13, 14	11, 12	9, 10	Back 6" away from enemy
19, 20	17, 18	15-18	13-16	11-16	Run 12" away from enemy
	19, 20	19, 20	17-20	17-20	Run off the table!

Zillion (1)

Thugs (4)

Leader 1: The Slasher		Rating: Ldr.	
Shoot: 13	Scuffle: 11	Save: 11	
Weapon: Pistol	Range: 6"/12"	SRM -10	Reload No
Weapon: 1 grenade	Range: 3"/6"	SRM -10	Reload N/A
Leader 2:		Rating:	
Shoot:	Scuffle:	Save:	
Weapon:	Range:	SRM	Reload
Weapon:	Range:	SRM	Reload
Unit: Other Thugs (4)		Morale: Reg	
Shoot: 6	Scuffle: 7	Speed: 6"	
Weapon: Pistol	Range: 6"/12"	SRM -10	Reload No

Movement	Base	Charge	½ Movement through woods, water, rough, etc. -2" over fence, elevation, door, etc.
Infantry	6"	+1d6	
Cavalry	12"	+1d6	

Leader 1: Torpedo Brooks		Rating: Ldr/Star	
Shoot: 13	Scuffle: 11	Save: 12	
Weapon: BAR (3)	Range: 18"/36"	SRM -8	Reload No
Weapon:	Range:	SRM	Reload
Leader 2:		Rating:	
Shoot:	Scuffle:	Save:	
Weapon:	Range:	SRM	Reload
Weapon:	Range:	SRM	Reload
Unit: Brooks' Minions (4)		Morale: Reg	
Shoot: 8	Scuffle: 8	Speed: 6"	
Weapon: Pistol	Range: 6"/12"	SRM -10	Reload No

Movement	Base	Charge	½ Movement through woods, water, rough, etc. -2" over fence, elevation, door, etc.
Infantry	6"	+1d6	
Cavalry	12"	+1d6	

Morale and Tests of Manhood

To check morale, a unit rolls 1d20, divides by (2 for units or 5 for crews), rounding down, and then modifies the roll as indicated below. If the modified die roll is *less than* the number of figures remaining in the unit, the unit passes morale.

Check morale when:	Modifiers to the die roll:
•The unit loses a figure	-2 Army leader w/I 3"
•The unit wants to charge	-1 unit leader is present
•The unit receives a charge	-1 behind light cover
•The army commander dies	-2 behind heavy cover
•A vehicle takes any kind of hit	-1 unit is charging
	-1 Crack morale
	+1 Green morale

Morale Failure Results (1d20 for each soldier in unit)

Hero	Adv.	Ldr.	Vet.	Extra	Result
1-8	1-6	1-4	1, 2		No effect
9, 10	7, 8	5, 6	3, 4	1, 2	Fire at random enemy
11, 12	9, 10	7, 8	5, 6	3, 4	Charge toward nearest enemy
13, 14	11, 12	9, 10	7, 8	5, 6	Run 12" in random direction
15, 16	13, 14	11, 12	9, 10	7, 8	Freeze (no action this card)
17, 18	15, 16	13, 14	11, 12	9, 10	Back 6" away from enemy
19, 20	17, 18	15-18	13-16	11-16	Run 12" away from enemy

Morale and Tests of Manhood

To check morale, a unit rolls 1d20, divides by (2 for units or 5 for crews), rounding down, and then modifies the roll as indicated below. If the modified die roll is *less than* the number of figures remaining in the unit, the unit passes morale.

Check morale when:	Modifiers to the die roll:
•The unit loses a figure	-2 Army leader w/I 3"
•The unit wants to charge	-1 unit leader is present
•The unit receives a charge	-1 behind light cover
•The army commander dies	-2 behind heavy cover
•A vehicle takes any kind of hit	-1 unit is charging
	-1 Crack morale
	+1 Green morale

Morale Failure Results (1d20 for each soldier in unit)

Hero	Adv.	Ldr.	Vet.	Extra	Result
1-8	1-6	1-4	1, 2		No effect
9, 10	7, 8	5, 6	3, 4	1, 2	Fire at random enemy
11, 12	9, 10	7, 8	5, 6	3, 4	Charge toward nearest enemy
13, 14	11, 12	9, 10	7, 8	5, 6	Run 12" in random direction
15, 16	13, 14	11, 12	9, 10	7, 8	Freeze (no action this card)
17, 18	15, 16	13, 14	11, 12	9, 10	Back 6" away from enemy
19, 20	17, 18	15-18	13-16	11-16	Run 12" away from enemy
	19, 20	19, 20	17-20	17-20	Run off the table!

Other Thugs (4)

Brooks'
Minions (4)

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Leader 1: Naisunev		Rating: Adv	
Shoot: 12	Scuffle: 11	Save: 12	
Weapon:	Range:	SRM	Reload
Ray Pistol	10"/20"	-6	No
Weapon:	Range:	SRM	Reload
Leader 2:		Rating:	
Shoot:	Scuffle:	Save:	
Weapon:	Range:	SRM	Reload
Weapon:	Range:	SRM	Reload
Unit: Female Venusians (4)		Morale: Reg	
Shoot: 7	Scuffle: 7	Speed: 8"	
Weapon:	Range:	SRM	Reload
Ray Rifle	20"/40"	-6	No

Movement	Base	Charge	½ Movement through woods, water, rough, etc. -2" over fence, elevation, door, etc.
Infantry	6"	+1d6	
Cavalry	12"	+1d6	

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Leader 1: Meep		Rating: Adv	
Shoot: 14	Scuffle: 12	Save: 12	
Weapon:	Range:	SRM	Reload
Ray Pistol	10"/20"	-6	No
Weapon:	Range:	SRM	Reload
Leader 2:		Rating:	
Shoot:	Scuffle:	Save:	
Weapon:	Range:	SRM	Reload
Weapon:	Range:	SRM	Reload
Unit: Male Venusians (4)		Morale: Reg	
Shoot: 7	Scuffle: 7	Speed: 8"	
Weapon:	Range:	SRM	Reload
Ray Pistol	10"/20"	-6	No

Movement	Base	Charge	½ Movement through woods, water, rough, etc. -2" over fence, elevation, door, etc.
Infantry	6"	+1d6	
Cavalry	12"	+1d6	

Morale and Tests of Manhood

To check morale, a unit rolls 1d20, divides by (2 for units or 5 for crews), rounding down, and then modifies the roll as indicated below. If the modified die roll is *less than* the number of figures remaining in the unit, the unit passes morale.

Check morale when:

- The unit loses a figure
- The unit wants to charge
- The unit receives a charge
- The army commander dies
- A vehicle takes any kind of hit

Modifiers to the die roll:

- 2 Army leader w/I 3"
- 1 unit leader is present
- 1 behind light cover
- 2 behind heavy cover
- 1 unit is charging
- 1 Crack morale
- +1 Green morale

Morale Failure Results (1d20 for each soldier in unit)

Hero	Adv.	Ldr.	Vet.	Extra	Result
1-8	1-6	1-4	1, 2		No effect
9, 10	7, 8	5, 6	3, 4	1, 2	Fire at random enemy
11, 12	9, 10	7, 8	5, 6	3, 4	Charge toward nearest enemy
13, 14	11, 12	9, 10	7, 8	5, 6	Run 12" in random direction
15, 16	13, 14	11, 12	9, 10	7, 8	Freeze (no action this card)
17, 18	15, 16	13, 14	11, 12	9, 10	Back 6" away from enemy
					Run 12" away

Morale and Tests of Manhood

To check morale, a unit rolls 1d20, divides by (2 for units or 5 for crews), rounding down, and then modifies the roll as indicated below. If the modified die roll is *less than* the number of figures remaining in the unit, the unit passes morale.

Check morale when:

- The unit loses a figure
- The unit wants to charge
- The unit receives a charge
- The army commander dies
- A vehicle takes any kind of hit

Modifiers to the die roll:

- 2 Army leader w/I 3"
- 1 unit leader is present
- 1 behind light cover
- 2 behind heavy cover
- 1 unit is charging
- 1 Crack morale
- +1 Green morale

Morale Failure Results (1d20 for each soldier in unit)

Hero	Adv.	Ldr.	Vet.	Extra	Result
1-8	1-6	1-4	1, 2		No effect
9, 10	7, 8	5, 6	3, 4	1, 2	Fire at random enemy
11, 12	9, 10	7, 8	5, 6	3, 4	Charge toward nearest enemy
13, 14	11, 12	9, 10	7, 8	5, 6	Run 12" in random direction
15, 16	13, 14	11, 12	9, 10	7, 8	Freeze (no action this card)
17, 18	15, 16	13, 14	11, 12	9, 10	Back 6" away from enemy
19, 20	17, 18	15-18	13-16	11-16	Run 12" away from enemy
	19, 20	19, 20	17-20	17-20	Run off the table!

Female
Venusians (4)

Male Venusians
(4)

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Glorious Adventures in Science
Loosely Involving Generally Historical Times

Leader 1: "Crash Corrigan"		Rating: Adv	
Shoot: 10	Scuffle: 16	Save: 13	
Weapon:	Range:	SRM	Reload
Pistol	6"/12"	-10	No
Weapon:	Range:	SRM	Reload
Leader 2:		Rating:	
Shoot:	Scuffle:	Save:	
Weapon:	Range:	SRM	Reload
Weapon:	Range:	SRM	Reload
Unit: Rocket Infantry (3)		Morale: Reg	
Shoot: 8	Scuffle: 8	Speed: 8"	
Weapon:	Range:	SRM	Reload
SMG(2)	6"/12"	-10	No

Movement	Base	Charge	½ Movement through woods, water, rough, etc. -2" over fence, elevation, door, etc.
Infantry	6"	+1d6	
Cavalry	12"	+1d6	

Morale and Tests of Manhood

To check morale, a unit rolls 1d20, divides by (2 for units or 5 for crews), rounding down, and then modifies the roll as indicated below. If the modified die roll is *less than* the number of figures remaining in the unit, the unit passes morale.

Check morale when:

- The unit loses a figure
- The unit wants to charge
- The unit receives a charge
- The army commander dies
- A vehicle takes any kind of hit

Modifiers to the die roll:

- 2 Army leader w/I 3"
- 1 unit leader is present
- 1 behind light cover
- 2 behind heavy cover
- 1 unit is charging
- 1 Crack morale
- +1 Green morale

Morale Failure Results (1d20 for each soldier in unit)

Hero	Adv.	Ldr.	Vet.	Extra	Result
1-8	1-6	1-4	1, 2		No effect
9, 10	7, 8	5, 6	3, 4	1, 2	Fire at random enemy
11, 12	9, 10	7, 8	5, 6	3, 4	Charge toward nearest enemy
13, 14	11, 12	9, 10	7, 8	5, 6	Run 12" in random direction
15, 16	13, 14	11, 12	9, 10	7, 8	Freeze (no action this card)
17, 18	15, 16	13, 14	11, 12	9, 10	Back 6" away from enemy
					Run 12" away

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15, 16	13, 14	11, 12	9, 10	7, 8	Freeze (no action this card)
17, 18	15, 16	13, 14	11, 12	9, 10	Back 6" away from enemy
19, 20	17, 18	15-18	13-16	11-16	Run 12" away from enemy
	19, 20	19, 20	17-20	17-20	Run off the table!

G.A.S.L.I.G.H.T.[®]

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Leader 1: Venusian Captain		Rating: Ldr	
Shoot: 11	Scuffle: 11	Save: 11	
Weapon:	Range:	SRM	Reload
Ray Pistol	10"/20"	-6	No
Weapon:	Range:	SRM	Reload
Leader 2:		Rating:	
Shoot:	Scuffle:	Save:	
Weapon:	Range:	SRM	Reload
Weapon:	Range:	SRM	Reload
Unit: Venusians (4)		Morale: Reg	
Shoot: 7	Scuffle: 7	Speed: 8"	
Weapon:	Range:	SRM	Reload
Ray Rifle	20"/40"	-6	No

Movement	Base	Charge	½ Movement through woods, water, rough, etc. -2" over fence, elevation, door, etc.
Infantry	6"	+1d6	
Cavalry	12"	+1d6	

Rocket Infantry
(3)

Venusians (4)